

ANFERNEE LAI

GAME DESIGNER AND TECH ARTIST

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EXPERIENCE

2019 - 2020 UCSC DINING SERVICES

Server, Front of the House

- Managed cash register to swipe in customers and handled transactions
- Prepared food with chefs for student, family and faculty customers
- Trained and prepared new student workers for their new roles

2018 - 2019 AIM HIGH

Science Lead Teacher

- Teamed up with interns to develop core teaching practices and new curriculum
- Engaged students in environmental justice and nutritional science

VOLUNTEER

2020 - 2021 BAYANIHAN AT UNIVERSITY OF CALIFORNIA, SANTA CRUZ

Pilipino Cultural Celebration Co-Chair

- Created digital production consisting of over 40 students to celebrate 30th year milestone with theater, acapella, and dance
- Outreached and interviewed 21 organization alumni to develop a video series based on their experiences, stories, and views on legacy

PROJECTS

June 2021 HOMERUN MIKO

- Led programming department meetings and maintained Github repository
- Communicated with other departments and provided feedback on assets
- Programmed all animations, sound effects, music, and UI elements

June 2019 PATCHWORK HARMONY

- Wrote and storyboarded all the narrative beats and story elements
- Designed the puzzle, levels, and prototyped core platforming mechanic

EDUCATION

2017 - 2021 BS COMPUTER SCIENCE GAME DESIGN

University of California, Santa Cruz

GPA: 3.70




Dean's Honors

TECHNICAL SKILLS

Java
Javascript
C
C#
HTML/CSS

Unity
Phaser
Premiere Pro
Illustrator
Reaper

SOCIAL MEDIA

 [linkedin.com/in/anfernee-lai](https://www.linkedin.com/in/anfernee-lai)
 anfernee.itch.io/
 github.com/AnferneeLai